

# The Gruen Transfer

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## INTRODUCTION

This scenario is intended for a single session, with a focus on survival rather than investigation. It is set in a modern-day mall, and though a map of a fictional mall is given, it could easily be adapted to any other if the Keeper so desired. Due to the nature of the location, the scenario can work with any number of players.

## KEEPER INFORMATION

Several years ago, a crew of ghoulish grave-robbers stumbled upon a crypt wherein they were set upon by creatures known as Nether Shamblers, and were temporarily possessed by them (see **The Nether Shamblers**, page 7, for more information). Instead of being horrified, they found the experience thrilling, and have since been seeking to replicate it.

The ghoulish crew were able to procure a copy of *Monstres and their Kynde*, which includes a spell to summon the Nether Shamblers. Progressively losing their sanity with each possession, they now desire to ratchet up their “high”. Coming to the conclusion that tombs are too small and digging up a graveyard would be too much work, they decide to create their own dead bodies using a busy shopping mall.

After a few weeks of preparations, they enact their plan minutes before closing so that the necessary lock-down draws the least amount of suspicion or panic. Taking out the security guards, they pose as them and lock all the exterior doors with secure shutters, then pump a toxic gas through the air-conditioning vents. The player characters are the only ones lucky enough to survive the gassing.

### TIMELINE

(approx.)

- 0:00 hrs. Doors are locked.
- 0:10 hrs. Gas is pumped in.
- 0:15 hrs. Crew start robbing the dead and store cash registers.
- 1:30 hrs. Crew gather after robbing and spell is started.
- 2:00 hrs. Spell is complete and Nether Shamblers now wander the mall.
- 3:00 hrs. Feasting is over and Nether Shamblers leave. Crew gather their stolen goods and make their escape.

## INTRODUCING THE INVESTIGATORS

Due to the inherent randomness of surviving the gassing, this scenario is best suited to unconnected characters. It would be awfully coincidental if pre-existing characters were the only ones that survive. However, if needed, it could be justified with a simple, “You find this area uncomfortably warm, as the air-conditioning is not working properly here,” or perhaps an elevator they were in malfunctioned, leaving them trapped until the gas had dispersed.

This scenario includes six pre-generated characters, with full character sheets provided at the back, though they are not tied to the story in any way, so players can also create their own if they wish. They are:

### **JENNA CLARK**

A teenage girl on her way to meet her boyfriend after an orthodontist appointment. Whether she knows of his location prior to the gassing is determined by a Luck roll. If she doesn’t, the Keeper should roll for his position on the map. If she does locate him, he will be found dead, requiring a Sanity roll (1/1D4 Sanity point loss).

### **HALEY ADAMS**

A single mother making a pit-stop for baby supplies, as well as a much-needed moment of “me time”. Luckily, she left her one-year-old with their grandma before she came.

### **TYLER HALL**

A carpenter having a bite to eat on his way home from post-work drinks. He is still in his florescent safety wear, and covered in dust and dirt.

### **JASON SCOTT**

A successful business man having just finished an after-hours meeting over coffee.

### **PAULA HARRIS**

The manager of one of the specialty stores within the mall. Depending on the rolled position, she could either be at her store, or ducking out for something before the other stores close, leaving a staff member to count the till while she’s gone.

### **JEFFREY BROWN**

A retired man having a “night out” with his wife. The player should make a Luck roll to determine whether she is with him at the beginning of play. If she isn’t, the Keeper should roll for her position on the map, and have the player make another Luck roll to see if they know where she is. Where ever she is, she will die in the gassing, requiring a Sanity roll (1/1D6 Sanity point loss) once found.

## THE MALL

The mall that the players find themselves in is typical in all regards, and as was mentioned earlier, could easily be swapped-out for any other if preferred. It contains the following locations:

### DEPARTMENT STORES

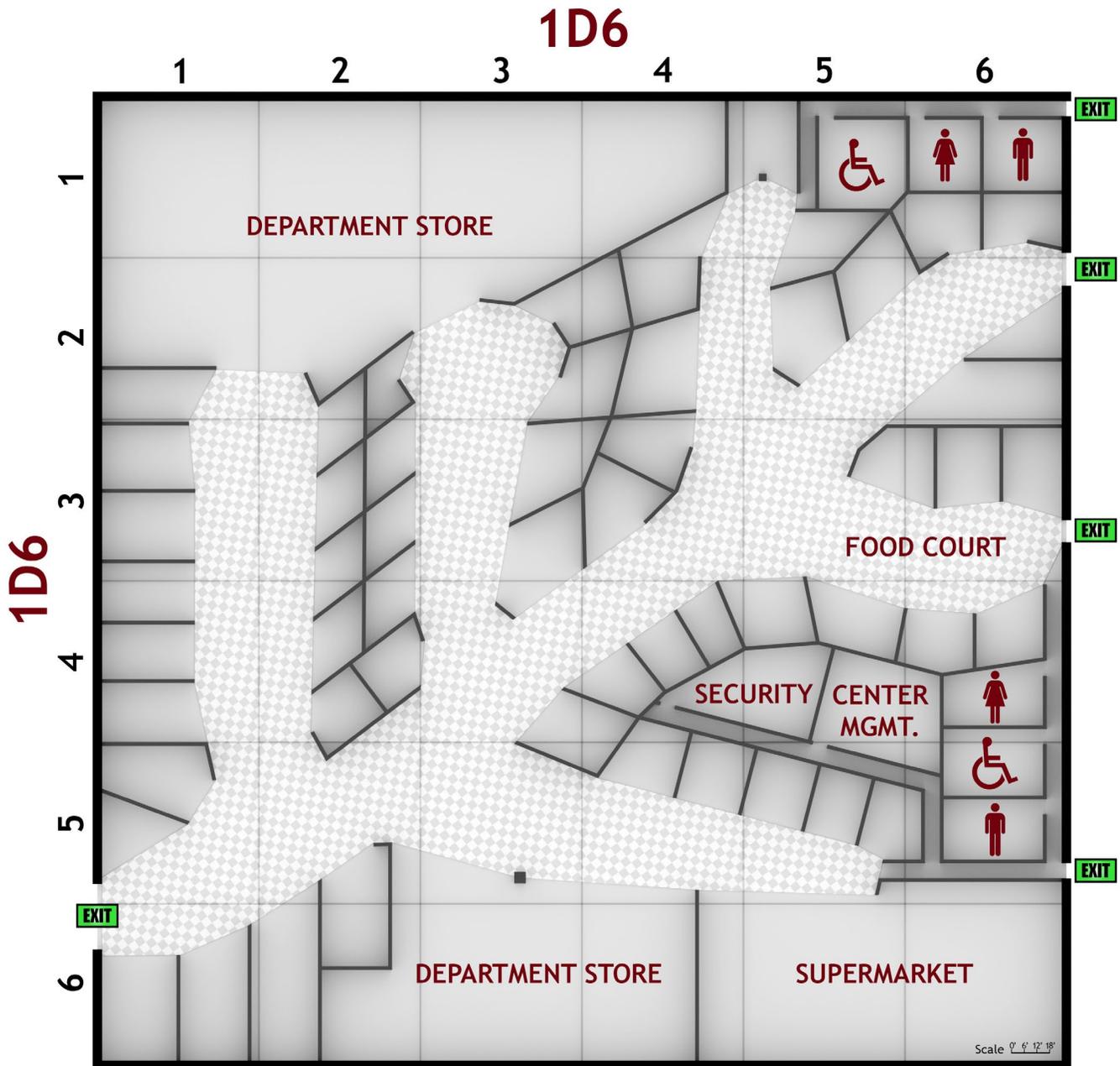
Large and open, department stores are typically sectioned off into different departments and will contain goods of all kinds. Around the floor are clothing stands, shelves, cabinets, and changing rooms. Just off the floor there will be a “Staff Only” area with offices, breakroom, and amenities, as well as a stock room and loading dock (which will be locked and chained as all the other exits are).

### SUPERMARKET

Smaller than department stores, though still large, supermarkets are divided into aisles, containing mostly foodstuffs, though there will be a small range of other merchandise. There will also generally be produce, butchery, and deli areas. Like the department store, there will be a “Staff Only” area with offices, breakroom, dock, and amenities, but will also include several walk-in fridges and freezers.

### SPECIALTY STORES

Specialty stores vary in size, though most are typically small, and as their name suggests, specialize on a particular type of product. The majority will be clothing stores, though there will also be shoe, phone, and technology stores etc. A specialty store will only usually contain a few shelves or stands, as well as a cashier counter, and small staff and storage rooms.



## FOOD COURT

A food court is typically a large open area filled with tables and chairs, and lined with various fast food outlets. Each fast food outlet will have a kitchen, as well as its own small staff and storage rooms.

## KIOSKS

Located in the middle of pedestrian areas, they are little more than a small booth.

## AMENITIES

Bathrooms are sprinkled around every mall, and will contain sinks, stalls, and urinals.

## MANAGEMENT

Within most malls will also be found a management office, some of which include a customer service desk, as well a security office, which is where camera monitors and keys will be found.

## SEASONAL VARIATION

If running the game at a specific time of year, or just wanting to add some general flair, the Keeper might choose to “decorate” the mall with some seasonal ornamentation. At Christmas, there might be a Santa photo stall, fluffy “snow” about the gardens, or a complete “Winter Wonderland” area off one of the main halls. Easter might include egg painting areas, or even some (once) live rabbits in a small petting zoo. Then of course there’s Halloween, which could be used for some cheap scares if the Keeper so chooses, or even Valentine’s Day if a sense of irony was desired. The choices are almost endless.

If being run as a one-shot, it makes sense that any player characters would be locals and already know their way around the mall, so players can be given a copy of the map up-front (**Handout #1**, page 9). If a character is not local, they could easily find a map at an information kiosk or fire exit poster.

## BEGINNING PLAY

To determine where they begin, each player should roll 2D6, with each die providing a coordinate on the mall map. Once their location has been established, they should then role-play what their character is doing in that specific location.

Once everyone is introduced, an announcement comes over the mall’s speaker system, “Attention valued shoppers, we would just like to remind you that we will be closing in approximately fifteen minutes. If you could please begin finalizing your purchases it would be greatly appreciated. And thank you for shopping with us.”

If anyone makes their way directly to an exit at this time, they will find the security shutters already lowered, with a “security guard” standing by it, asking them to exit via the next door.

At closing time, another announcement comes over the speakers, “Attention valued shoppers, we would just like to inform you that we are now closed. If you could please—” and is cut off. Each player should now make a **Spot Hidden** roll. If successful, they notice a vapor wafting out of the nearest air vent. Everyone (regardless of their roll) then notices a strange smell and begin to feel their throat burning as they uncontrollably start coughing and quickly lose consciousness.

## WAKING UP

Each investigator wakes in decreasing CON order. Upon waking, they are quite groggy, and any skill or stat rolls will require a penalty die as a result. To begin, each player needs to roll a 1D6 to determine how they find themselves upon waking:

Roll	Result
1	Completely alone, without even a dead body in sight.
2	Alone, but with a prone body visible.
3	Alone, but with a body on top of them.
4	Alone, though a gas-masked person immediately walks into sight. A Luck roll determines if the investigator is spotted by them.
5	A prone body visible, being robbed by a gas-masked thief.
6	Being robbed themselves by the gas-masked thief (who is so focused on the job at hand, and with restricted vision from the mask, that they are unlikely to notice the investigator’s eyes open).

The thief is one of the ghoulish crew, looking for dead bodies to rob. Besides the menacing gas mask, they are otherwise plainly dressed and unarmed. If the player chooses to take on the thief, they should probably be reminded of their lethargy, and subsequent skill penalties. The thief only takes money and items of value, so any other possessions will remain on their person.

The thief will move on as soon as the area has been stripped of valuables. If a player happens to find themselves in a jewelry store, the Keeper should add a few more thieves just to speed up the process.

## REGAINING COMPOSURE

Once the investigators are up and about, they are free to explore their surroundings. A regular **CON** roll will determine if their grogginess has worn off yet. The first thing an investigator will likely see is the prone body of a fellow shopper. If they check one, they will find no pulse, and must make a **Sanity** roll (0/1D3 Sanity point loss). If Jenna or Jeffrey discover their respective partners at any time, they must make additional **Sanity** rolls as noted in **Introducing the Investigators** (page 2). If an investigator rolled a 4-6 upon waking, and chose to follow the thief, they will need to make frequent **Stealth** rolls (preceded by **CON** rolls if still groggy) to not be discovered. Any of the ghoulish crew that spot an investigator will report it in via their radio before taking action.

What action they take exactly will be up to the Keeper, as it serves them little to no purpose to attack. There are already plenty of bodies for their ultimate plan, and unless the investigator attacks first, it could be even more creepy and off-putting to have them not even acknowledge their presence (see **Lethality** below).

Any new location the investigators enter will require a **Luck** roll to determine if they come across one of the ghoulish crew. Due to the crew's limited vision, and expectation that everyone is dead, all player **Stealth** rolls should just be regular difficulty. Even if the roll fails, the crew member will only think they've seen/heard something, so the player will get the chance to make another **Stealth** roll as the crew member confirms whether they did or not.

However stealthy they are, it's likely that an investigator will eventually be spotted, and subsequently radioed in. When this occurs, a message will come over the speaker system in a different voice than earlier, saying, "Attention valued shoppers, we would just like to remind you that you shouldn't still be alive, so if you could kindly make your way to one of our friendly staff, they will gladly refund you. Thank you and have a pleasant afterlife." From this point on, the ghoulish crew will be keeping an eye out for the investigators, and will have armed themselves with various melee weaponry, though encounters should still be based on **Luck** rolls unless the Keeper decides otherwise.

For the sake of time, it's recommended that any chases through the mall be kept simple, with any obstacles being cleared with a simple **DEX** roll, though chase rules can obviously still be used if the Keeper so desires (see Keeper's Rulebook, page 132).

## LETHALITY

Despite being armed, and the ominous threat over the speakers, as mentioned above, the ghoulish crew don't have to attack on sight. This is entirely up to the Keeper as to how lethal they want the scene to be.

Though there may be one or two "loose cannons" due to their diminished sanity, the majority of the ghoulish crew aren't violent by nature. They are essentially addict thieves who will only become violent if someone stands in the way of them getting their fix or money. The fact that they used gas on the mall rather than going in guns blazing is a testament to their inherent cowardice. Having said that, should the investigators choose to engage them, every one of the ghoulish crew will defend themselves with everything they've got. They are insane after all.

One other aspect to consider regarding lethality, is the use of firearms. While firearms are illegal in the majority of the world, if the game is set in a country where they aren't, the Keeper will need to decide if they will be available to the player-characters or not. If they are, then the ghoulish crew should also be armed accordingly after it's been revealed that some shoppers survived the gassing.

## FIGHT OR FLIGHT

Not everyone is going to want to take the ghoulish crew head-on, so in the event that they choose to hide, below are six suggestions on ways to get them back in the game. These can either be rolled for, or picked as desired. Failing this, the Keeper could simply call for a **Luck** roll to determine the chance of discovery.

Roll	Result
1	Realize their phone is dead and will hopefully want to charge it.
2	Sudden urge to relieve themselves and must make regular <b>POW</b> rolls to hold on.
3	Another survivor is very excited to discover them but is promptly snatched away by a thief or Nether Shambler right in front of their eyes. A <b>Luck</b> roll determines if they are spotted too.
4	Hear another survivor nearby, calling out (possibly sobbing), "Hello? Is anyone else here? Is anyone else alive?"
5	One of the ghoulish crew is heard on their radio saying they think they saw someone here, to which a reply comes, "Don't worry about it. I'll see if I've got any gas left to pump in there and you can come back once it's done its work." They will then leave, and though the gas won't come, the thief will still return in a few minutes to search the room.
6	The air conditioning where they are has been turned off, and they find their hiding spot becoming stiflingly hot. They must make regular <b>CON</b> rolls, followed by a <b>Sanity</b> roll if failed. A failed <b>Sanity</b> roll will cause them to burst from their hiding spot, gasping for air.

## OTHER SURVIVORS

In the event that a player character dies and there are no other pre-generated characters remaining, a back-up character can always be drawn-up from another random shopper that was lucky enough to survive the poisoning. For the sake of speed, they could use a duplicate of their previous character's sheet, just changing a few details like the name and age.

Other survivors could also be used as NPCs for event triggers, or non-player victims such as those mentioned in **Fight or Flight** (page 5).

**Optional:** In addition to using other survivors to vary the encounters, the Keeper may choose for an investigator to come across one of the ghoulish crew casting a Gate spell. Gates have been getting created around the mall since the gassing began for the Nether Shamblers to come through later, so if they choose to intervene, one or two less gates will not affect the overall outcome, but it will give the players a sense of agency.

## ESCAPE OR RESCUE

If any investigators make their way to an exit, they will find it heavily chained. By the time they find anything to break the chain, the first of the Nether Shamblers should have arrived and will prevent them from leaving with their space-time distortion field (see **The Nether Shamblers**, page 7).

There is no reason a cellphone wouldn't work to call out, but doing so is of little use as the caller is informed that the police have already been notified of the situation and are en route, and that they should find somewhere safe to hide until rescued. If the player chooses to follow this advice, they will need to be re-engaged (see **Fight or Flight**). Once the Nether Shamblers have arrived, any phone calls could be looped back or otherwise time-shifted if so desired, with a resultant **Sanity** roll (0/1 Sanity point loss).

If the investigators manage to gain entry to the security office (the posing security guards will have swipe cards on their person), the external cameras will show police trying to gain access. Unbeknownst to the players, the ghoulish crew have told the police that the exits are rigged with explosives, so they are exercising caution. Once the Nether Shamblers have arrived, the police will be affected by their space-time distortion field and will be unable to enter the building anyway.

## THE CEREMONY

Roughly an hour after the gassing, a message comes across the speaker, "It's time to come back, we're ready to go." If the investigators have been discovered prior to this, it will be appended with, "[squawk]...and anyone else out there listening...I hope you're ready for some fun. [chuckle]"

All of the ghoulish crew will then head to the Center Management office. It's recommended that the total number of crew members be roughly double the number of players, increasing or decreasing according to desired difficulty level. If the investigators have been discovered, the returning crew will be making sure they're not being followed, and even if they are, two of them will remain outside the office to guard the door.

Reading from their copy of *Monstres and their Kynde* (details below), the ghoulish crew will spend the next half hour or so locked within the Center Management office, casting a **Contact Nether Shambler** spell. The chanting can be heard from outside the room with a **Listen** roll.

During this time, the door guards will only attack the investigators if attacked first, instead smiling at any that are spotted and taunting them with lines like, "You guys are gonna love what's coming." If the guards are dispatched, a group **Luck** roll will determine whether anyone inside heard the scuffle over the loud chanting, and 1D4 crew members will exit to investigate. If firearms were used, however, the Luck roll is not necessary as the gunfire would easily have been heard.

The door can be opened with the right security key, or with STR 150, but the investigators will discover that only some of the crew are actively casting the spell, so the remainder will protect them.

## MONSTRES AND THEIR KYNDE

*English, author unknown, 16th century*

A single folio version of this handwritten book existed and that was stolen from the British Museum in 1898. Rumors of other copies continue to persist to this day, though none has been veri-fied. Contains a jumble of topics drawn from the *Necronomicon*, *Book of Eibon*, and a variety of other tomes. Many entities are discussed, including Cthulhu, Yog-Sothoth, and Lloigor, the twin of Zhar.

**Sanity Loss:** 1D8

**Cthulhu Mythos:** +2/+6 percentiles

**Mythos Rating:** 24

**Study:** 36 weeks

**Suggested Spells:** Contact Nether Shambler, Command Faceless One (Summon/Bind Nightgaunt), Command Ice Demon (Summon/Bind Byakhee), Command Invisible Servant (Summon/Bind Star Vampire), Command Night Beast (Summon/Bind Hunting Horror), Command Star Walker (Summon/Bind Dimensional Shambler), Enchant Knife, Enchant Pipes.

### CONTACT NETHER SHAMBLER

- **Cost:** 9 magic points; 1D3 Sanity points

- **Casting time:** 1D6+4 rounds

Must be cast near a dimensional portal or magical gate through which the Nether Shamblers may enter from their dimension.

The Nether Shamblers begin appearing randomly around the center as soon as the spell has started, with its duration only affecting their number, so even if the investigators manage to stop the ceremony, there will still be some Nether Shamblers roaming the building, looking for hosts. There is no set number of Nether Shamblers that appear, suffice it to say that there are enough to possess all of the ghoulish crew, as well as some left over to look for other hosts.

Once the spell is complete, the ghoulish crew will leave the office and actively chase down any of the Nether Shamblers they can find, standing with their eyes closed and arms out, awaiting the creature's chilling embrace.

## THE NETHER SHAMBLERS

The Nether Shamblers are small, semi-translucent creatures, with white vapors continually emanating from their bodies. They are a lesser form of the Dimensional Shambler (see Keepers Rulebook, page 290), and from what can be seen of their form, appear much like stunted or immature versions of them. Unlike their larger relatives, they are unable to fully materialize in our dimension, so require host bodies in order to feed.

Upon touching one, the "victim" is possessed (details below), and the possessor will take control of their body to begin feeding on the nearest corpse, as they prefer carrion over living flesh.

In their natural state, Nether Shamblers can only be injured by fire or acid, but a human possessed by one will take normal damage from any weapon. The catch, however, is that if a possessed human is killed, the Nether Shambler will leave them to find another host—likely their attacker.

### POSSESSION

For an unwilling host, possession will only occur if the investigator fails an Opposed **POW** roll. If possessed, they then need to make an **Extreme POW** roll or they pass out, not regaining consciousness until the possessor vacates their body. A conscious victim must make a **Sanity** roll (1D3/2D4 Sanity point loss) as they are forced to experience the ghoulish feeding first-hand.

For the sake of player participation, it is recommended that the Nether Shamblers vacate a possessed investigator after a single feeding. Once they have, the player will need to make a **CON** or **POW** roll (whichever is lowest) to determine whether they throw up due to the unsavory contents now in their stomachs. An unconscious victim should also make a **Sanity** roll at this point too (0/1D4 Sanity point loss), as they come to terms with what they've just been accessory to.

### SPACE-TIME DISTORTION FIELD

A side-effect of the Nether Shamblers' presence is that pockets of local space-time can become distorted, so that an investigator might be walking in one direction, only to find themselves inexplicably back where they started, or perhaps walking in to a doorway and finding themselves walking out instead. While this effect is best used within doorways and halls, it could just as easily be used in the maze of aisles in a department store. If an investigator finds themselves in one of these pockets, the effect can only be avoided with an **Extreme POW** roll. Being caught in this distortion will cost the investigator 1 Sanity point and 1 Magic point.

If investigators can view the external cameras at this point, they will see that the police are being affected by the distortion field and are unable to enter the building at all.

Like the ghoulish crew encounters earlier, it is suggested that running into a Nether Shambler—or one of their possessed—be taken on a **Luck** roll per location. However, the Keeper could just as easily place them where desired.

Seeing a Nether Shambler requires a **Sanity** roll (1/1D6 Sanity point loss), and seeing one of the possessed feeding requires another (0/1D6 Sanity point loss).

**Optional:** While a Nether Shambler will choose to possess a human, what if they mistakenly possess a store mannequin, or even a fountain statue? Mannequins are already quite creepy due to the "uncanny valley" effect, so surely an animate one would be even more so, and a fountain statue made out of concrete or marble would require a lot more effort to take down.

## CONCLUSION

Regardless of whether the ghoulish crew are possessed, or the investigators themselves, the Nether Shamblers' feasting will end after about an hour. Once the Nether Shamblers have returned to their own dimension, all space-time distortion effects disappear, so the investigators are able to leave, and the police enter. Investigators will be held for questioning until cleared of any involvement. If any of the crew survived, they escape by casting a Gate spell and leaving through it to who knows where.

### REWARDS

Depending on the outcome of the scenario, apply the following rewards to the surviving investigators:

- For surviving the experience, +1D6 Sanity points.
- For killing one of the Nether Shamblers, +1D6 Sanity points.
- For killing a possessed crew member, +1D4 Sanity points.
- For capturing a crew member, +1D4 Sanity points.
- For killing a non-possessed crew member, -1D4 Sanity points.

# NPCS AND MONSTERS

## GHOUlish CREW, INSANE GRAVE-ROBBERS

<i>char.</i>	<i>averages</i>	<i>roll</i>
STR	50	(3D6 x5)
CON	50	(3D6 x5)
SIZ	65	(2D6+6 x5)
DEX	50	(3D6 x5)
INT	65	(2D6+6 x5)
POW	50	(3D6 x5)
SAN	20	

HP: 11

Average Damage Bonus: 0

Build: 0

Move: 7

Fighting (brawl) 25% (12/5), damage 1D3+DB

Small Knife 25% (12/5), damage 1D4+DB

Medium Knife 25% (12/5), damage 1D4+2+DB

Baseball Bat 25% (12/5), damage 1D8+DB

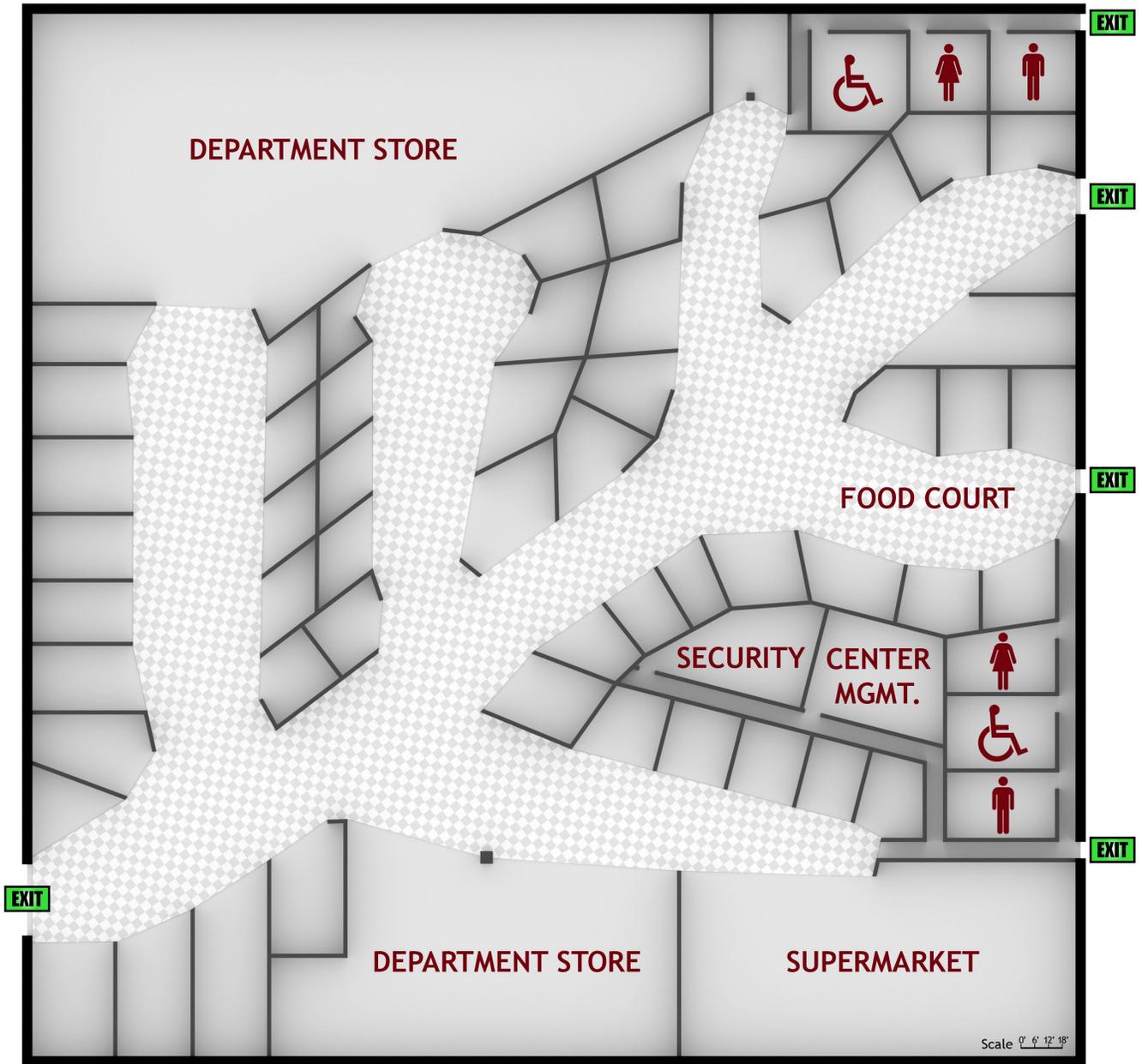
Dodge 25% (12/5)

## NETHER SHAMBLERS, GHOSTLY POSSESSORS

STR —	CON 65	SIZ 25	DEX 50	INT 35
APP —	POW 80	EDU —	SAN —	HP 9
DB: —	Build: —	Move: 9	MP: 16	Luck: —

Armor: none, though immune to all physical weapons. Fire and acid do normal damage.

Sanity Loss: 1/1D6 Sanity points to see a Nether Shambler.



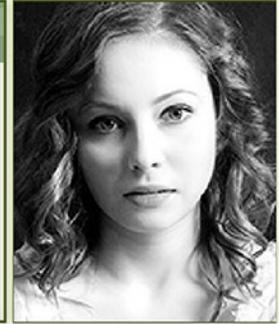
**HANDOUT #1**

# Modern Era Investigator

Name Haley Adams  
 Player \_\_\_\_\_  
 Occupation Waitress / Mother  
 Age 25 Sex Female  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

# Characteristics

STR **50** <sup>25</sup>/<sub>10</sub> DEX **55** <sup>27</sup>/<sub>11</sub> INT **60** <sup>30</sup>/<sub>12</sub>  
 CON **60** <sup>30</sup>/<sub>12</sub> APP **55** <sup>27</sup>/<sub>11</sub> POW **50** <sup>25</sup>/<sub>10</sub>  
 SIZ **65** <sup>32</sup>/<sub>13</sub> EDU **60** <sup>30</sup>/<sub>12</sub> Move Rate **7** <sup>+1</sup>/<sub>-1</sub>



Major Wound  **M12IP**

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	11
	12	13	14
	15	16	17
	18	19	20

Temp. Insane  Indef. Insane  **50** *Max*

Insane	01	02	03	04	05	06	07
	08	09	10	11	12	13	14
	15	16	17	18	19	20	21
	22	23	24	25	26	27	28
	29	30	31	32	33	34	35
	36	37	38	39	40	41	42
	43	44	45	46	47	48	49
	50	51	52	53	54	55	56
	57	58	59	60	61	62	63
	64	65	66	67	68	69	70
	71	72	73	74	75	76	77
	78	79	80	81	82	83	84
	85	86	87	88	89	90	91
	92	93	94	95	96	97	98
	99						

**SANITY**

# CALL of CTHULHU

Out of Luck **M10IP**

	01	02	03	04	05	06	07
	08	09	10	11	12	13	14
	15	16	17	18	19	20	21
	22	23	24	25	26	27	28
	29	30	31	32	33	34	35
	36	37	38	39	40	41	42
	43	44	45	46	47	48	49
	50	51	52	53	54	55	56
	57	58	59	60	61	62	63
	64	65	66	67	68	69	70
	71	72	73	74	75	76	77
	78	79	80	81	82	83	84
	85	86	87	88	89	90	91
	92	93	94	95	96	97	98
	99						

**LUCK**

	00	01	02	03	04
	05	06	07	08	09
	10	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24

**MAGIC POINTS**

## Skills

<input type="checkbox"/> Accounting (05%)	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Elec Repair (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Language (Own) (EDU)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Science (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>
<input type="checkbox"/> Anthropology (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Electronics (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Law (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Fast Talk (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Library Use (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Fighting (Brawl) [25%]	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Listen (25%)	<b>60</b> <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Sleight of Hand (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Art / Craft (05%) Sewing	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Spot Hidden (25%)	<b>65</b> <sup>32</sup> / <sub>13</sub>
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Mech. Repair (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Stealth (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Handgun) [20%]	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Medicine (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Survival (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
<input type="checkbox"/> Charm (15%)	<b>62</b> <sup>31</sup> / <sub>12</sub>	<input type="checkbox"/> Firearms (Rifle/Shotgun) [25%]	<b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Natural World (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Swim (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Climb (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>		<input type="checkbox"/> Navigate (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Throw (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Computer Use (05%)	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> First Aid (30%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Occult (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Track (10%)	<b>10</b> <sup>5</sup> / <sub>2</sub>
Credit Rating (00%)	<b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> History (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Op. Hv. Machine (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/>	
Cthulhu Mythos (00%)		<input type="checkbox"/> Intimidate (15%)	<b>15</b> <sup>7</sup> / <sub>3</sub>	<input type="checkbox"/> Persuade (10%)	<b>40</b> <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	<b>5</b> <sup>2</sup> / <sub>1</sub>	<input type="checkbox"/> Jump (20%)	<b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Pilot (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Language (Other) (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/> Psychology (10%)	<b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	<b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)	<b>1</b> <sup>0</sup> / <sub>0</sub>	<input type="checkbox"/>	

## Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

## Combat

Damage Bonus **none**  
 Build **0**  
 Dodge **50** <sup>25</sup>/<sub>10</sub>







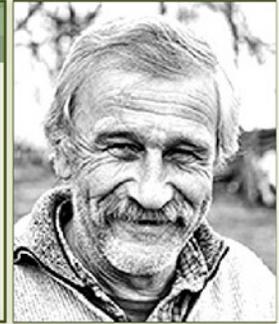


# Modern Era Investigator

Name Jeffrey Brown  
 Player \_\_\_\_\_  
 Occupation Retired Mechanic  
 Age 67 Sex Male  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

# Characteristics

STR **55**  $\frac{27}{11}$  DEX **40**  $\frac{20}{8}$  INT **65**  $\frac{32}{13}$   
 CON **40**  $\frac{20}{8}$  APP **30**  $\frac{15}{6}$  POW **45**  $\frac{22}{9}$   
 SIZ **65**  $\frac{32}{13}$  EDU **80**  $\frac{40}{16}$  Move Rate **4**  $\frac{+1}{-1}$



Major Wound  **10** IP

Temp. Insane  Indef. Insane  **45** Max

Insane 01 02 03 04 05 06 07

HIT POINTS	Dying	00	01	02
	Unconscious	03	04	05
		06	07	08
		09	10	11
		12	13	14
		15	16	17
		18	19	20

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

SANITY

# CALL of CTHULHU

Ma **9** MP

Out of Luck 01 02 03 04 05 06 07

LUCK	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

MAGIC POINTS	00	01	02	03	04
	05	06	07	08	09
	10	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24

## Skills

<input type="checkbox"/> Accounting [05%]	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Elec Repair [10%]	<b>46</b> $\frac{23}{9}$	<input type="checkbox"/> Language [Own] [EDU]	<b>80</b> $\frac{40}{16}$	<input type="checkbox"/> Science [01%]	<b>1</b> $\frac{0}{0}$
<input type="checkbox"/> Anthropology [01%]	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Electronics [01%]	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Law [05%]	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/>	
<input type="checkbox"/> Appraise [05%]	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Fast Talk [05%]	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Library Use [20%]	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology [01%]	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Fighting [Brawl] [25%]	<b>45</b> $\frac{22}{9}$	<input type="checkbox"/> Listen [25%]	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/> Sleight of Hand [10%]	<b>10</b> $\frac{5}{2}$
<input type="checkbox"/> Art / Craft [05%] Welding	<b>60</b> $\frac{30}{12}$	<input type="checkbox"/>		<input type="checkbox"/> Locksmith [01%]	<b>21</b> $\frac{10}{4}$	<input type="checkbox"/> Spot Hidden [25%]	<b>50</b> $\frac{25}{10}$
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Mech. Repair [10%]	<b>80</b> $\frac{40}{16}$	<input type="checkbox"/> Stealth [20%]	<b>20</b> $\frac{10}{4}$
<input type="checkbox"/>		<input type="checkbox"/> Firearms [Handgun] [20%]	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> Medicine [01%]	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Survival [10%]	<b>10</b> $\frac{5}{2}$
<input type="checkbox"/> Charm [15%]	<b>15</b> $\frac{7}{3}$	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	<b>60</b> $\frac{30}{12}$	<input type="checkbox"/> Natural World [10%]	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Swim [20%]	<b>20</b> $\frac{10}{4}$
<input type="checkbox"/> Climb [20%]	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/>		<input type="checkbox"/> Navigate [10%]	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Throw [20%]	<b>20</b> $\frac{10}{4}$
<input type="checkbox"/> Computer Use [05%]	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> First Aid [30%]	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/> Occult [05%]	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Track [10%]	<b>10</b> $\frac{5}{2}$
Credit Rating [00%]	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> History [05%]	<b>40</b> $\frac{20}{8}$	<input type="checkbox"/> Op. Hv. Machine [01%]	<b>40</b> $\frac{20}{8}$	<input type="checkbox"/>	
Cthulhu Mythos [00%]		<input type="checkbox"/> Intimidate [15%]	<b>35</b> $\frac{17}{7}$	<input type="checkbox"/> Persuade [10%]	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/>	
<input type="checkbox"/> Disguise [05%]	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Jump [20%]	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> Pilot [01%]	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/>	
<input type="checkbox"/> Dodge [half DEX]	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> Language [Other] [01%]	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Psychology [10%]	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto [20%]	<b>80</b> $\frac{40}{16}$	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis [01%]	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/>	

## Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	45	22	9	1d3 + db	-	1	-	-

## Combat

Damage Bonus **none**  
 Build **0**  
 Dodge **20**  $\frac{10}{4}$





# Modern Era Investigator

Name Jenna Clark  
 Player \_\_\_\_\_  
 Occupation Student  
 Age 17 Sex Female  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

# Characteristics

STR **40**  $\frac{20}{8}$  DEX **60**  $\frac{30}{12}$  INT **70**  $\frac{35}{14}$   
 CON **55**  $\frac{27}{11}$  APP **75**  $\frac{37}{15}$  POW **40**  $\frac{20}{8}$   
 SIZ **55**  $\frac{27}{11}$  EDU **55**  $\frac{27}{11}$  Move Rate **8**  $\frac{+1}{-1}$



Major Wound  **11** MP

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	11
	12	13	14
	15	16	17
	18	19	20

Temp. Insane  Indef. Insane  **40** Max

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Insane 01 02 03 04 05 06 07

LUCK

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

# CALL of CTHULHU

Out of Luck 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

**8** MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

## Skills

<input type="checkbox"/> Accounting (05%)	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Elec Repair (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Language (Own) (EDU)	<b>80</b> $\frac{40}{16}$	<input type="checkbox"/> Science (01%)	<b>1</b> $\frac{0}{0}$
<input type="checkbox"/> Anthropology (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Electronics (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Law (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Fast Talk (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Library Use (20%)	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Fighting (Brawl) [25%]	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Listen (25%)	<b>80</b> $\frac{40}{16}$	<input type="checkbox"/> Sleight of Hand (10%)	<b>25</b> $\frac{12}{5}$
<input type="checkbox"/> Art / Craft (05%) Photography	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Spot Hidden (25%)	<b>70</b> $\frac{35}{14}$
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Mech. Repair (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Stealth (20%)	<b>70</b> $\frac{35}{14}$
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Handgun) [20%]	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> Medicine (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Survival (10%)	<b>10</b> $\frac{5}{2}$
<input type="checkbox"/> Charm (15%)	<b>80</b> $\frac{40}{16}$	<input type="checkbox"/> Firearms (Rifle/Shotgun) [25%]	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Natural World (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Swim (20%)	<b>20</b> $\frac{10}{4}$
<input type="checkbox"/> Climb (20%)	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/>		<input type="checkbox"/> Navigate (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Throw (20%)	<b>20</b> $\frac{10}{4}$
<input type="checkbox"/> Computer Use (05%)	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> First Aid (30%)	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/> Occult (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Track (10%)	<b>10</b> $\frac{5}{2}$
Credit Rating (00%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> History (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Op. Hv. Machine (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/>	
Cthulhu Mythos (00%)		<input type="checkbox"/> Intimidate (15%)	<b>15</b> $\frac{7}{3}$	<input type="checkbox"/> Persuade (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Jump (20%)	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> Pilot (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/> Language (Other) (01%) Spanish	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> Psychology (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	<b>40</b> $\frac{20}{8}$	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/>	

## Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

## Combat

Damage Bonus **none**  
 Build **0**  
 Dodge **30**  $\frac{15}{6}$





# Modern Era Investigator

Name Paula Harris  
 Player \_\_\_\_\_  
 Occupation Retail Manager  
 Age 55 Sex Female  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

# Characteristics

STR **45**  $\frac{22}{9}$  DEX **50**  $\frac{25}{10}$  INT **65**  $\frac{32}{13}$   
 CON **45**  $\frac{22}{9}$  APP **50**  $\frac{25}{10}$  POW **65**  $\frac{32}{13}$   
 SIZ **60**  $\frac{30}{12}$  EDU **65**  $\frac{32}{13}$  Move Rate **5**  $\frac{+1}{-1}$



Major Wound  **10** IP

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	<b>10</b>	11
	12	13	14
	15	16	17
	18	19	20

Temp. Insane  Indef. Insane  **65** Max

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	<b>65</b>	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Insane 01 02 03 04 05 06 07

LUCK

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	<b>55</b>	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Out of Luck 01 02 03 04 05 06 07

**13** IP

00	01	02	03	04
05	06	07	08	09
10	11	12	<b>13</b>	14
15	16	17	18	19
20	21	22	23	24

MAGIC POINTS

# CALL of CTAULAU

## Skills

<input type="checkbox"/> Accounting (05%)	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/> Elec Repair (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Language (Own) (EDU)	<b>65</b> $\frac{32}{13}$	<input type="checkbox"/> Science (01%)	<b>1</b> $\frac{0}{0}$
<input type="checkbox"/> Anthropology (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Electronics (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Law (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/> Fast Talk (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Library Use (20%)	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Fighting (Brawl) [25%]	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Listen (25%)	<b>80</b> $\frac{40}{16}$	<input type="checkbox"/> Sleight of Hand (10%)	<b>10</b> $\frac{5}{2}$
<input type="checkbox"/> Art / Craft (05%)	<b>2</b> $\frac{1}{0}$	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Spot Hidden (25%)	<b>80</b> $\frac{40}{16}$
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Mech. Repair (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Stealth (20%)	<b>20</b> $\frac{10}{4}$
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Handgun) [20%]	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> Medicine (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Survival (10%)	<b>10</b> $\frac{5}{2}$
<input type="checkbox"/> Charm (15%)	<b>45</b> $\frac{22}{9}$	<input type="checkbox"/> Firearms (Rifle/Shotgun) [25%]	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Natural World (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Swim (20%)	<b>20</b> $\frac{10}{4}$
<input type="checkbox"/> Climb (20%)	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/>		<input type="checkbox"/> Navigate (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Throw (20%)	<b>20</b> $\frac{10}{4}$
<input type="checkbox"/> Computer Use (05%)	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/> First Aid (30%)	<b>60</b> $\frac{30}{12}$	<input type="checkbox"/> Occult (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Track (10%)	<b>10</b> $\frac{5}{2}$
Credit Rating (00%)	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> History (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Op. Hv. Machine (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/>	
Cthulhu Mythos (00%)		<input type="checkbox"/> Intimidate (15%)	<b>15</b> $\frac{7}{3}$	<input type="checkbox"/> Persuade (10%)	<b>60</b> $\frac{30}{12}$	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Jump (20%)	<b>220</b> $\frac{110}{44}$	<input type="checkbox"/> Pilot (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/> Language (Other) (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Psychology (10%)	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/>	

## Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

## Combat

Damage Bonus **none**  
 Build **0**  
 Dodge **30**  $\frac{15}{6}$



# Backstory



**Personal Description** Aging woman doing her best to appear professional, in her skirt suit and "power cut" hairstyle.

**Traits** Dedicated and loyal.

**Ideology/Beliefs** Believes there is a higher power, but wouldn't call herself "religious".

**Injuries & Scars**

**Significant People** Her family—husband, three children, and five grandchildren.

**Phobias & Manias**

**Meaningful Locations** The home in which she and her husband have lived for 30 years.

**Arcane Tomes, Spells & Artifacts**

**Treasured Possessions** Her wedding ring.

**Encounters with Strange Entities**

## Gear & Possessions

Handbag, inc...

... Flashlight

## Cash & Assets

**Spending Level** \$200

**Cash** \$800

**Assets** \$20,000

Car

## Quick Reference Rules

### Skill & Characteristic Rolls

Levels of Success: 

Fumble 100/96+	Fail >skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

### Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

**Major Wound** = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

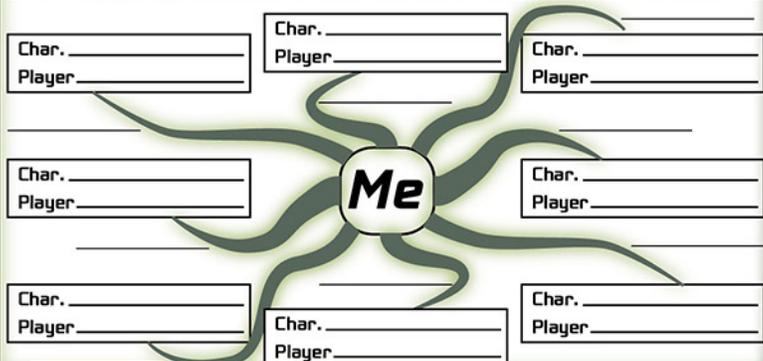
Reach 0 HP with Major Wound = **Dying**

**Dying:** First Aid = temp. stabilised; then require Medicine

**Natural Heal rate** (non Major Wound): recover 1HP per day

**Natural Heal rate** (Major Wound): weekly healing roll

## Fellow Investigators

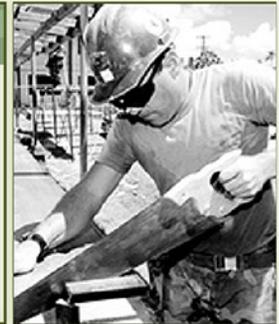


# Modern Era Investigator

Name Tyler Hall  
 Player \_\_\_\_\_  
 Occupation Carpenter  
 Age 34 Sex Male  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

# Characteristics

STR **65**  $\frac{32}{13}$  DEX **65**  $\frac{32}{13}$  INT **55**  $\frac{27}{11}$   
 CON **65**  $\frac{32}{13}$  APP **65**  $\frac{32}{13}$  POW **55**  $\frac{27}{11}$   
 SIZ **70**  $\frac{35}{14}$  EDU **65**  $\frac{32}{13}$  Move Rate **7**  $\frac{+1}{-1}$



Major Wound  **M13** IP

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	11
	12	<b>13</b>	14
	15	16	17
	18	19	20

Temp. Insane  Indef. Insane  **55** Max

Insane	01	02	03	04	05	06	07
	08	09	10	11	12	13	14
	15	16	17	18	19	20	21
	22	23	24	25	26	27	28
	29	30	31	32	33	34	35
	36	37	38	39	40	41	42
	43	44	45	46	47	48	49
	50	51	52	53	54	<b>55</b>	56
	57	58	59	60	61	62	63
	64	65	66	67	68	69	70
	71	72	73	74	75	76	77
	78	79	80	81	82	83	84
	85	86	87	88	89	90	91
	92	93	94	95	96	97	98
	99						

SANITY

# CALL of CTHULHU

Out of Luck

	01	02	03	04	05	06	07
	08	09	10	11	12	13	14
	15	16	17	18	19	20	21
	22	23	24	25	26	27	28
	29	30	31	32	33	34	35
	36	37	38	39	40	41	42
	43	44	<b>45</b>	46	47	48	49
	50	51	52	53	54	55	56
	57	58	59	60	61	62	63
	64	65	66	67	68	69	70
	71	72	73	74	75	76	77
	78	79	80	81	82	83	84
	85	86	87	88	89	90	91
	92	93	94	95	96	97	98
	99						

LUCK

**M11** MP

	00	01	02	03	04
	05	06	07	08	09
	10	<b>11</b>	12	13	14
	15	16	17	18	19
	20	21	22	23	24

MAGIC POINTS

## Skills

<input type="checkbox"/> Accounting (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Elec Repair (10%)	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/> Language (Own) (EDU)	<b>65</b> $\frac{32}{13}$	<input type="checkbox"/> Science (01%)	<b>1</b> $\frac{0}{0}$
<input type="checkbox"/> Anthropology (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Electronics (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Law (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Fast Talk (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Library Use (20%)	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Fighting (Brawl) [25%]	<b>70</b> $\frac{35}{14}$	<input type="checkbox"/> Listen (25%)	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Sleight of Hand (10%)	<b>20</b> $\frac{10}{4}$
<input type="checkbox"/> Art / Craft (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Spot Hidden (25%)	<b>50</b> $\frac{25}{10}$
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Mech. Repair (10%)	<b>40</b> $\frac{20}{8}$	<input type="checkbox"/> Stealth (20%)	<b>20</b> $\frac{10}{4}$
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Handgun) [20%]	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> Medicine (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Survival (10%)	<b>10</b> $\frac{5}{2}$
<input type="checkbox"/> Charm (15%)	<b>15</b> $\frac{7}{3}$	<input type="checkbox"/> Firearms (Rifle/Shotgun) [25%]	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Natural World (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Swim (20%)	<b>20</b> $\frac{10}{4}$
<input type="checkbox"/> Climb (20%)	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/>		<input type="checkbox"/> Navigate (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Throw (20%)	<b>60</b> $\frac{30}{12}$
<input type="checkbox"/> Computer Use (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> First Aid (30%)	<b>60</b> $\frac{30}{12}$	<input type="checkbox"/> Occult (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Track (10%)	<b>10</b> $\frac{5}{2}$
Credit Rating (00%)	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> History (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Op. Hv. Machine (01%)	<b>21</b> $\frac{10}{4}$	<input type="checkbox"/>	
Cthulhu Mythos (00%)		<input type="checkbox"/> Intimidate (15%)	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/> Persuade (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Jump (20%)	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> Pilot (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	<b>57</b> $\frac{28}{11}$	<input type="checkbox"/> Language (Other) (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/> Psychology (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	<b>60</b> $\frac{30}{12}$	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)	<b>1</b> $\frac{0}{0}$	<input type="checkbox"/>	

## Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	70	35	14	1d3 + db	-	1	-	-
Multi-tool Knife	70	35	14	1D4 + db	HTH	1	-	-

## Combat

Damage Bonus **+1d4**  
 Build **+1**  
 Dodge **57**  $\frac{28}{11}$



